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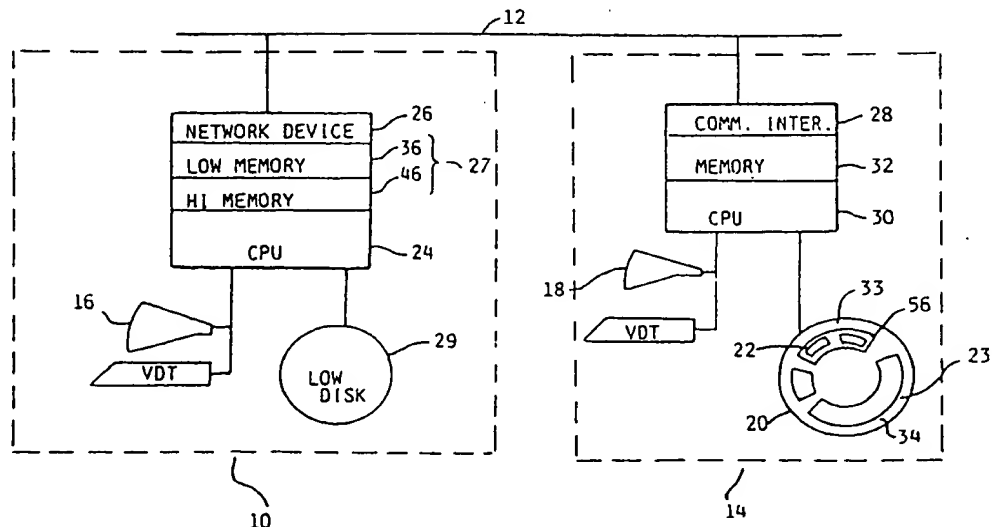
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(54) Remote boot.

(57) A system and method of down loading, over a network, operating systems or other executable programs to a computer which does not have a boot device or other device containing the executable program. Down loading is accomplished without modification of the loadable image. The computer has a network interface which requests a minimum-boot program be transferred from a host computer on the network. The minimum-boot program, when executed, establishes a logical connection to a disk server on the network and allows the requesting computer to treat the disk server as a local boot device.

FIG. 1



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REMOTE BOOT

Background

A computer includes both a physical machine, namely the hardware, and the instructions which cause the physical machine to operate, namely the software. Software includes both application and system programs. If the program is simply to do tasks for a user, such as solving specific problems, it is referred to as application software. If a program controls the hardware of the computer and the execution of the application programs, it is called system software. System software further includes the operating system, the program which controls the actual computer or central processing unit (CPU), and device drivers which control the input and output devices (I/O) such as printers and terminals.

A general purpose computer is fairly complicated. Usually there will be a queue of application programs waiting to use the central processing unit. The operating system will need to determine which program will run next, how much of the CPU time it will be allowed to use and what other computer resources the application will be allowed to use. Further, each application program will require a special input or output device and the application program must transfer its data to the operating system which controls the device drivers.

The operating system is generally too large and complex to be stored in non-volatile Read Only Memory (ROM). Additionally, there are generally periodic changes made to the operating system which makes it impractical to store it in ROM. The operating system is usually stored on a magnetic disk and read into Random Access Memory (RAM) to be executed. The problem is that the access to the disk requires the disk hardware driver and the rest of the system software. It would therefore appear that there is no mechanism to start the computer, since to read the operating system off the disk requires that the operating system be present.

To get around this problem a technique called boot-strapping or booting is used. In booting, a small program is provided in a special ROM, called the boot-ROM. When the computer is first started, the contents in the boot-ROM are read and that program executed. The boot-ROM program is a small program which instructs the CPU where on a disk to find a larger boot program, which is termed the "boot-block" program. It also instructs the CPU how to load the program into memory and execute it. The boot-block program is executed to copy the operating system off the disk. Once the operating

system is in memory, it is executed and the computer is completely functional.

A network of general purpose computers may be constructed by having a number of general purpose computers, termed nodes, communicate with one another over a communications link. If the computers are distant from each other, the network is termed a wide area network (WAN), while, if they are close together, for example, in the same building, it is called a local area network (LAN). In one type of LAN, each computer or node is connected to a common communication link by way of an interface, called a network device.

The computers in a network communicate by sending messages to each other. Each message consists of a header field, which contains an identifier which comprises the address of the network device of the computer to which the message is directed and an identifier which comprises the address of the network device of the computer sending the message, and a data field, which contains the information being sent between the computers.

Each network device monitors the messages on the link and copies the message from the link into the computer's memory and notifies the computer if the message header contains the network device's address or if a message header includes a broadcast address, indicating that the message is being sent to all devices on the network or a multicast address, indicating that the message is being sent to all devices within a certain address range. When a computer wishes to transmit information to another computer, it attaches the address of the intended recipient to its own address and attaches both to the information to form a message, which is transmitted over the communication link.

The availability of local area networks has added to the versatility of computers. It did not take users long to realize that the network could make files on disks belonging to one computer system on the network available to all computers on the network. Programs were developed which simplified access to the files on the disks of another computer system. Eventually the concept evolved to assign special functions to certain computers on the network. For example, one computer would assign logical names to each physical device accessible to the network. In that way a user instead of requesting a file on a specified disk on a specified system can simply request the file using some logical name, and a computer on the network which was designated to do the correlation then requests the file on the specified disk and system, treating the disk on that system as if it were the user's local

disk. This translation of logical names to physical devices is transparent to the user. The computer doing the translating in this case is termed a disk or file server. Other server functions have been defined, such as a print server, which allows a file to be printed without specifying to which computer the printer is attached.

It is also possible to assign a user to a disk and then use the disk server to connect that user to that disk regardless of what computer on the LAN the user is on. A disk server program, termed a Local Area Disk (LAD), allows a user on one computer to treat a file on a disk on another computer as a virtual disk. This virtual disk acts as if it were a disk on the user's computer.

One of the files which can be accessed across the network are the operating system files. In fact, even before the LAD concept made the access to a file easy, many systems were developed to "downline" load an operating system to a computer on the network. It became unnecessary, therefore, that the computer, which is receiving the operating system, have an operating system on a disk or have a disk at all. For such a system to function, there are only two requirements. The first is that the network device be capable of generating a message and transmitting it over the communications link to request the operating system from another computer on the network. The second is that the network device be capable of loading the operating system it received into memory and causing the CPU to execute it.

In one prior arrangement, upon powering on the computer, the network device transmitted a request to be booted. This request, broadcast to all the other computers on the network, includes a simple message which contains the network device's hardware address. A computer on the network, upon receiving this request, checks its database to determine if it contains a listing identifying an operating system for the requesting computer. If the receiving computer finds the list entry of the requesting computer in its database, it becomes the host computer and retrieves the requested operating system from its disk, attaches the requesting computer's address to the file to form a message, and transmits the message on the network.

The requesting computer receives the message, copies it into its memory, and initiates the operating system execution. Although in principle the loading of an operating system into a computer on the network is simple to understand, its actual implementation is fairly complex.

To go into more detail, upon powering on, the requesting computer performs a self-test/power-up sequence. As part of the sequence, the processor looks for a boot device. If it fails to find a boot

device, the processor will allow the network device to request a boot over the network.

Typically, the network device will not use the protocols usually used to communicate between computers. The reason for this is that such protocols are more complex than is necessary for such a simple task, and the network device would have to support a great deal of functionality it would not need. So instead, a simple protocol is used which consists of a small set of specialty messages for performing, testing, making boot requests, etc. (see for example DECnetTM Digital Network Architecture Maintenance Operations Functional Specification, order number (AA-x436A-TK DIGITAL EQUIPMENT CORPORATION, MAYNARD, MASS). The boot request message, for example, might simply contain the code number for a boot request, the code number for the type of device making the request, what type of computer the request is for, and whether the program requested is a boot-strap program or the operating system program. To these codes the network device of the requesting computer attaches its address, and an address indicating this is a broadcast to all other computers on the network.

When another computer on the network receives this message, it takes the hardware address of the message and looks through its list of computers for which it has operating system programs. If it fails to find the hardware address of the requesting computer listed in its database, the receiving computer simply ignores the message. If no computer has responded to the requesting computer within a certain amount of time, the requesting computer will again transmit a boot request. If the receiving computer finds the address of the requesting computer listed in its database, it then determines whether the requesting system's operating system is to be loaded immediately or in a series of steps.

The problem with this method of loading an operating system using the network is that too much information must be contained within the network prior to the boot request. That is, a computer node on the network needs to know, a priori, what programs, including boot-programs and operating system, each bootable network computer on the network would require. Further, for the operating system to work with the boot-programs, it is necessary that the operating system be modified to contain "hooks" or entry points that the boot-programs can call.

SUMMARY OF INVENTION

The invention provides a new and improved

system and method of downloading operating systems or other executable programs to a computer on a network without a boot device and without requiring a modification of the loadable image.

Upon power up, the network device requests a boot and a minimum-boot program is transferred over the network into the requesting computer's memory. This minimum-boot program contains the functionality necessary to establish a network connection to a disk server on the network. When chained into the power-up/self-test program of the requesting computer, the minimum-boot program causes the computer to function as though it has a local disk with an operating system image, while actually transmitting all the disk accesses made by the computer across the network. Because the network is treated like a disk, there is no need to modify the operating system for downline loading.

BRIEF DESCRIPTION OF THE DRAWINGS

This invention is pointed out with particularity in the appended claims. The above and further advantages of this invention may be better understood by referring to the following description taken in conjunction with the accompanying drawings, in which:

Fig. 1 is block diagram of a system constructed in accordance with the invention including a host system and a node to be booted;

Fig. 2 is a block diagram of the minimum boot program structure;

Fig. 3 is a step diagram of the boot procedure.

DESCRIPTION OF AN ILLUSTRATIVE EMBODIMENT

Fig. 1 depicts a network consisting of a computer node 10, which does not include a local boot device, and a computer host node 14, which has a disk 20 containing the operating system of node 10, connected by a communications link 12. The node 10 has a communications interface, called the network device 26 by which it transmits and receives messages on the communications link 12. Similarly, node 14 has a communications interface 28.

The node 10 has many of the elements of an ordinary computer, such as a memory 27 and a central processing unit (CPU) 24. In addition it may have peripheral devices such as a video display terminal 16 and a local disk storage device 29.

The host 14 also has the elements of a com-

puter including a CPU 30 and a memory 32 as well as peripherals such as a video display terminal 18 and a disk 20. The disk 20 on the host 14 not only contains the host's operating system 23 but also a minimum-boot program 34 needed to load the node 10 and a virtual disk file 33 containing the operating system 22 for node 10.

Upon powering up, the processor 24 of computer 10 executes a power on/self-test sequence during which it attempts to find a boot device which contains a file with its operating system in it. If it finds no boot device, the network device 26 broadcasts a request for an operating system over the network communications line 12. The network device 28 on the host 14 determines that the message is in broadcast mode and notifies the CPU 30. The CPU 30 of host 14 determines that the message is a boot request and searches its memory 32 to attempt to identify an operating system for the node 10. If it finds such an identification, it constructs a message by attaching the hardware address of the network device 26 of node computer 10 onto a minimum-boot program file 34 and places the message on the communications line 12.

The communications device 26 of the node 10 receives the message and copies the minimum-boot program into the node's low memory addresses 36 of its memory 27. The CPU 24 then begins to execute the minimum-boot program. The minimum-boot program is then copied into the high addresses 46 of memory 27 and the power-on/self-test sequence completes.

At this point the software on the node 10 is essentially treating the file 33 on disk 20 on host 14 as its virtual local disk. The node 10 reads a boot-block 56 from the virtual disk file 33 on disk 20 and uses it to load its operating system 22. It is important to note that all this is taking place over the network link 12 and not through access of the node's 10 local disk storage 29.

To understand the sequence of events in detail, it is first necessary to consider the nature of the minimum-boot program. The minimum-boot program, shown in Fig 2, consists of a header 41 which identifies it as a network program to the host's operating system. The next portion is a boot-control program 42 which will prepare the node 10 for the downline load. A Local Area Disk (LAD) portion 48 is a program which allows a file on a disk on the network to be treated as a virtual local disk by node 10. A Local Area Systems Transport (LAST) 50 provides the actual local area network communications functions as described in co-pending application entitled "LOCAL AREA SYSTEM TRANSPORT" By Bruce E. Mann Et al. Attorney docket No. PD 88-0421. A Data Link Layer (DLL) 52 is the protocol providing the mechanism for

communications between nodes through the network device 26 on node 10 and network device 28 on node 14. Finally, a Scheduler program 54 provides the real-time scheduling and timers required by network communications.

Fig. 3 shows in detail the steps performed by node 10 and host 14 during a downline load of the operating system for node 10. To the left of the figure are the steps performed by the node 10 and to the right are the steps performed by the host 14. Transfers between the two over the communications link 12 are shown in the center of the figure. The direction of the arrows indicates the direction of message flow.

With reference to Figs. 1, 2, and 3, when the computer 10 is powered on, it initiates a power-on/self-test (Step 100). During the power-on/self-test, the CPU 24 checks addresses on the bus to determine if an option board is present on the system. If it finds an option board, it processes any initialization routines located on the board. When the option board is a network device 26, the initialization routines (Step 102) on the device requests a boot from the network by broadcasting a boot request (Step 104). Another computer 14 on the network receives (Step 106) the boot request and searches (Step 108) its database for information concerning the requesting node 10. If the requesting node 10 is in the database, the appropriate minimum boot routine is recovered (Step 110) from disk 20 and transmitted (Step 112) to the requesting node 10.

Upon receipt (Step 114) of the minimum-boot routine by node 10, it copies it into low memory 36 and executes it (Step 116) in particular the boot control program 42. The minimum boot-control program 42 of the minimum-boot routine first determines (Step 118) the amount of memory 27 on node 10. In one embodiment, in which node 10 includes an IBM compatible personal computer, this is accomplished by initiating an interrupt-12 interrupt service routine. The boot-control 42 modifies (Step 120) the memory size reported by subtracting the size of the minimum boot program (Fig. 2) from the memory size returned by interrupt-12 in a location in memory. This is done to make this portion of memory unavailable to the node 10. The minimum boot routines are copied (Step 122) into high memory 46, and the boot-control is chained (Step 124) to a routine which enables a boot block to be read from a local disk. This is done to allow the power up/self-test sequence to complete and to regain control upon its completion.

The power-up/self-test sequence regains (Step 126) control upon completion of the network device 26 initialization routines and completes (Step 128). Upon completion, the power-up/self-test sequence attempts (Step 130) to read the boot block on the

local disk. In this embodiment in which node 10 includes an IBM compatible personal computer, this is accomplished by initiating an interrupt-19 interrupt service routine. This causes the boot-control routine 42 to regain control (Step 132). The boot-control routine 42 calls (Step 134) the LAD program 48, the LAST program 50, the DLL program 52 and the Scheduler 54 at their entry points to initialize them. In this embodiment in which node 10 includes an IBM compatible personal computer, any disk access request generates an interrupt-13. LAD is chained to interrupt-13 so that any disk access request will be intercepted by LAD (Step 136).

The boot-control program 42 regains (Step 138) control, and enables the registers of the network device 26 to be read (Step 140) to determine the network address of node 10. The boot-control program 42 calls (Step 142) the LAD program 48 to establish a local area disk connection. Once the local area disk connection is established with server (Step 144), the virtual disk is available to the node. Once the local area disk connection has been established, the communications parameters may in fact, be changed. For example, in one embodiment, shown in Figs. 3C and 3D, it is at this time that the DECnet network parameters for the node 10, such as a network address, are read (Step 146) by the server so that the LAD routine 48 on the node 10 can be used to read (Step 148) the parameter file. Once the parameters are read, the LAD connection is broken (Step 150) and re-established (Step 152) using the new LAD parameters. In the general case where the communication parameters need not be changed, steps 146, 148, 150, and 152 need not be taken and the node 10 continues with the boot procedure by requesting a read of boot-sector 56 to be retrieved.

The boot control program (42) issues a read request for the boot-sector 56 (Step 154). In one embodiment, in which node 10 includes an IBM compatible personal computer, this is accomplished by asserting interrupt-13. Since the LAD program 48 is chained in the interrupt service routine (Step 136) it intercepts this request and directs (Step 156) it, to the host 14. This host 14 reads (Step 158) the boot-sector 56 on the disk 20 and allows the node 10 to read it (Step 160). LAD 48 on the node 10 then exchanges messages (Step 162) with host 14 that facilitates the transfer of boot-sector 56 to node 10, and its execution (Step 164).

The boot-sector 56 enables the node 10 to request the operating system by asserting (Step 166) interrupt-13 which is again intercepted by LAD 48 and directed (Step 168) to the server. The server reads (Step 170) the operating system from file 33 on disk 20 and makes it available (Step 172) to LAD 48 on node 10. LAD 48 allows node 10 to

read (Step 174) the operating system 22 and load it into memory 27. When all the operating system is loaded, LAD is unchained from interrupt-13 (Step 176) from LAD and returned to the local disk 29. Control is transferred to the initialization code of the executable program or operating system (step 178).

It should be stated that in this embodiment the host and the server were indicated to be the same node 14. This is not a requirement, and it is possible to have another implementation in which they are separate.

It must be noted that none of the steps of the downline load of the operating system required that the operating system be modified in any way. By treating the host disk as if it were the local disk, any executable image may be loaded without modification.

Having shown the preferred embodiment those skilled in the art will realize many variations are possible which will still be within the scope and spirit of the claimed invention. Therefore, it is the intention to limit the invention only as indicated by the scope of the claims.

Claims

1. A method for downline loading an executable image from a host computer to a node on a network comprising the steps of:

A. issuing of a boot request by a node over said communications line;

B. loading of a minimum-boot program into low memory of said node by said host;

C. executing said minimum-boot by said node;

D. copying of said minimum-boot in said high memory of said node;

E. chaining said minimum-boot to interrupt-19 of said node;

F. completing a system selftest by said node;

G. returning control to said minimum-boot by said system selftest;

H. initializing a plurality of functions by said node;

I. establishing a connection said node and said host;

J. reading a boot sector on said host by said node;

K. loading said executable image;

L. releasing said LAD interrupt handling.

2. A method of downline loading an executable image from a host computer over a communications link to a node, said node having an interface through which it communicates over said communications link, comprising the steps of:

A. initiating execution by said node of a node initialization program, said initialization program initiating execution of an interface initialization program to initialize said interface;

B. execution by said node of said interface initialization program to enable said node to retrieve a remote image retrieval program over said communications link and to link said remote image retrieval program to a local image retrieval interrupt service routine, said node thereafter completing execution of said node initialization program;

C. execution by said node, in response to a local image retrieval interrupt service request generated by said node, of said remote image retrieval program to initiate retrieval of an executable image from said host; and

D. execution by said node of said executable image.

3. A method as defined in claim 2 in which said node, following retrieval of said executable image, thereafter removes the remote image retrieval program from said local image retrieval interrupt service routine.

4. The method of claim 2 wherein the execution of said interface initialization program comprises the steps of:

A. determining that said interface is configured to receive said remote image retrieval program over said communications link; and

B. requesting said remote image retrieval program over said communications link.

5. The method of claim 4 wherein said node has a memory having an address space which extends from a low address value to a high address value and in which said node, following the request of said remote image retrieval program, thereafter:

A. loads said remote image retrieval program into said memory at a portion of said address space proximate said low address value;

B. determines the size of said memory on said node;

C. loads in a memory size interrupt service location a new memory size value equal to the memory size minus the size of the remote image retrieval program; and

D. copies said remote image retrieval program into said memory at a portion of said address space proximate said high address value.

6. The method of claim 5 wherein the determining of the amount of memory on said node comprises the steps of:

A. generating a request memory size interrupt service request; and

B. reading a value returned in said memory size interrupt service location.

7. The method of claim 2 wherein said generation of said local image retrieval interrupt service

request is in response to the completion of the execution of said node initialization program.

8. The method of claim 2 wherein said execution of said remote image retrieval program comprises the steps of:

A. linking, by said node, of a local storage simulation program, which treats a storage device on the host computer as a local storage device, to a local storage device interrupt service routine;

B. establishing by said node of communication with said host; and

C. reading by said node of said executable image located on a storage device on said host.

9. The method of claim 8 wherein the establishing of communication with said host by said node comprises the steps of:

A. reading an address register of said interface to determine said address of said node;

B. generating a local storage device interrupt service request;

C. intercepting of said local storage device interrupt service request during processing of said local storage simulation program; and

D. using of said address during processing of said local storage simulation program to send a message to said host to establish a connection to said host storage device.

10. The method of claim 8 wherein said node following said execution of said remote image retrieval program, thereafter removes said local storage simulation program from said local storage device interrupt service routine.

11. A node for connection in a system including a host computer, a communications link connecting said host and said node, and an interface through which the node communicates over said communications link, said node comprising a processor and a set of programs comprising:

A. a node initialization program to initiate execution of an interface initialization program;

B. an interface initialization program, to enable said node to retrieve a remote image retrieval program over said communications link and to link said remote image retrieval program to a local image retrieval interrupt service routine;

C. a remote image retrieval program to initiate retrieval of an executable image from said host; and

D. an executable image.

12. A node for connection in a system including a host computer, a communications link connecting said host to said node, and an interface through which the node communicates over said communications link, said node comprising:

A. a means for executing on said node a node initialization program including an interface initialization program;

B. a means for executing said interface ini-

tialization program, to enable said node to retrieve a remote image retrieval program over said communications link and to link said remote image retrieval program to a local image retrieval interrupt service routine;

C. a means for executing, following the linking of said remote image retrieval program to said local image retrieval interrupt service routine and in response to a local image retrieval interrupt service request, said remote image retrieval program to initiate retrieval of an executable image from said host; and

D. a means for executing said executable image.

13. The node in claim 11, said node further comprising a means for removing said remote image retrieval program from said local image retrieval interrupt service routine following the retrieval of said executable image.

14 The node in claim 11 wherein said processor for executing said interface initialization program comprises:

A. a means for determining said interface is configured to receive said remote image retrieval program over said communications link, and

B. a means for requesting said remote image retrieval program over said communications link.

15. The node in claim 13 further comprising:

A. a memory having an address space which extends from a low address value to a high address value;

B. a means for loading said remote image retrieval program into said memory at a portion of said address space proximate said low address value following said request of said remote image retrieval program;

C. a means for determining the size of said memory;

D. a means for loading into a memory size interrupt service location a new memory size value equal to the memory size minus the size of the remote image retrieval program; and

E. a means for copying said remote image retrieval program into memory of a portion of said address space proximate said high address value.

16. The node in claim 14 wherein said means for determining the size of said memory comprises:

A. a means for generating a request memory size interrupt service request; and

B. a means for reading a value returned in said memory size interrupt service location.

17. The node in claim 11 further comprising a means for generating said local image retrieval interrupt service request in response to the completion of the execution of said node initialization program.

18. The node in claim 11 wherein said proces-

sor for executing said remote image retrieval program comprises:

A. a means for linking a local storage simulation program which treats a storage device on the host computer as a local storage device to a local storage device interrupt service routine;

B. a means for establishing communication with said host; and

C. a means for reading said executable image located on a storage device on said host.

19. The node of claim 17 wherein said means for establishing communications with said host comprises:

A. a means for reading an address register of said interface to determine said address of said node;

B. a means for generating a local storage device interrupt service request; and

C. a means for sending a message including said address of said node to said host to establish a connection to said host storage device in response to a local storage device interrupt service request.

20. The node of claim 17 further comprising a means for removing said local storage simulation program from said local storage device interrupt service routine following said execution of said remote image retrieval program.

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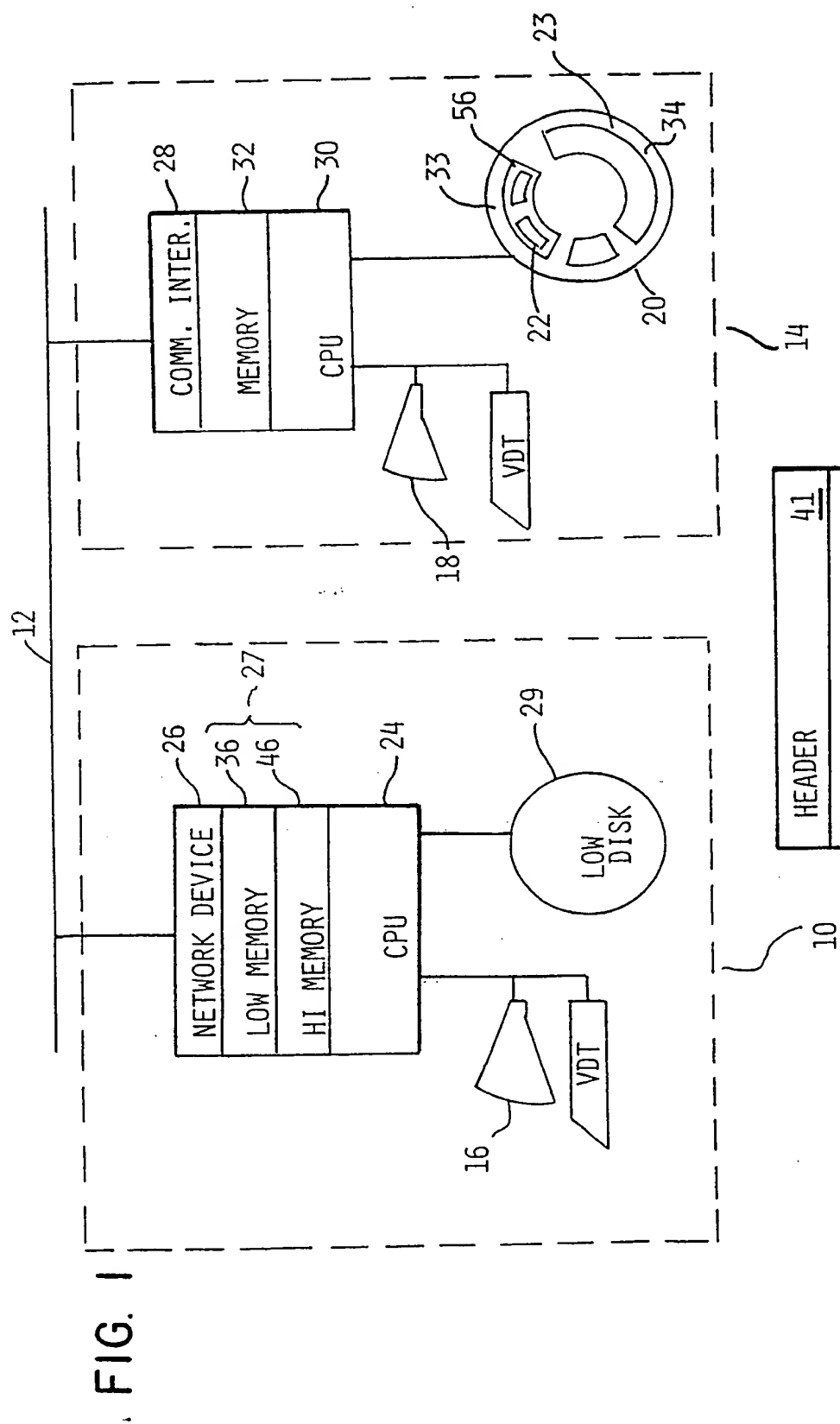
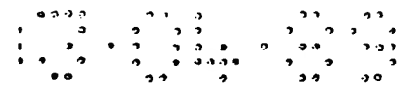
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Neuro-oriental / ...



HEADER	<u>41</u>
BOOT-CONTROL	<u>42</u>
LAD	<u>48</u>
LAST	<u>50</u>
DLL	<u>52</u>
SCHEDULER	<u>54</u>

FIG. 2

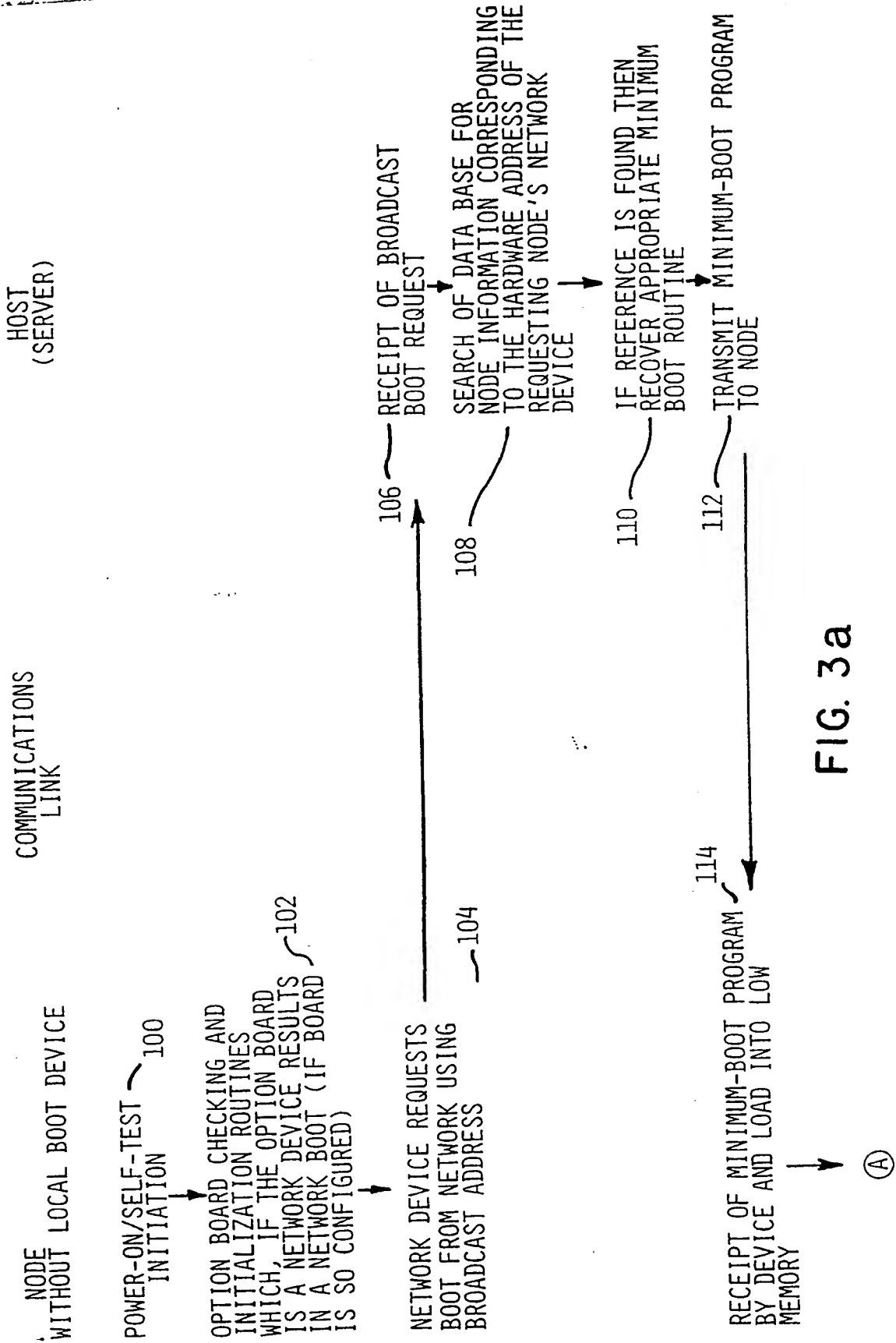


FIG. 3a

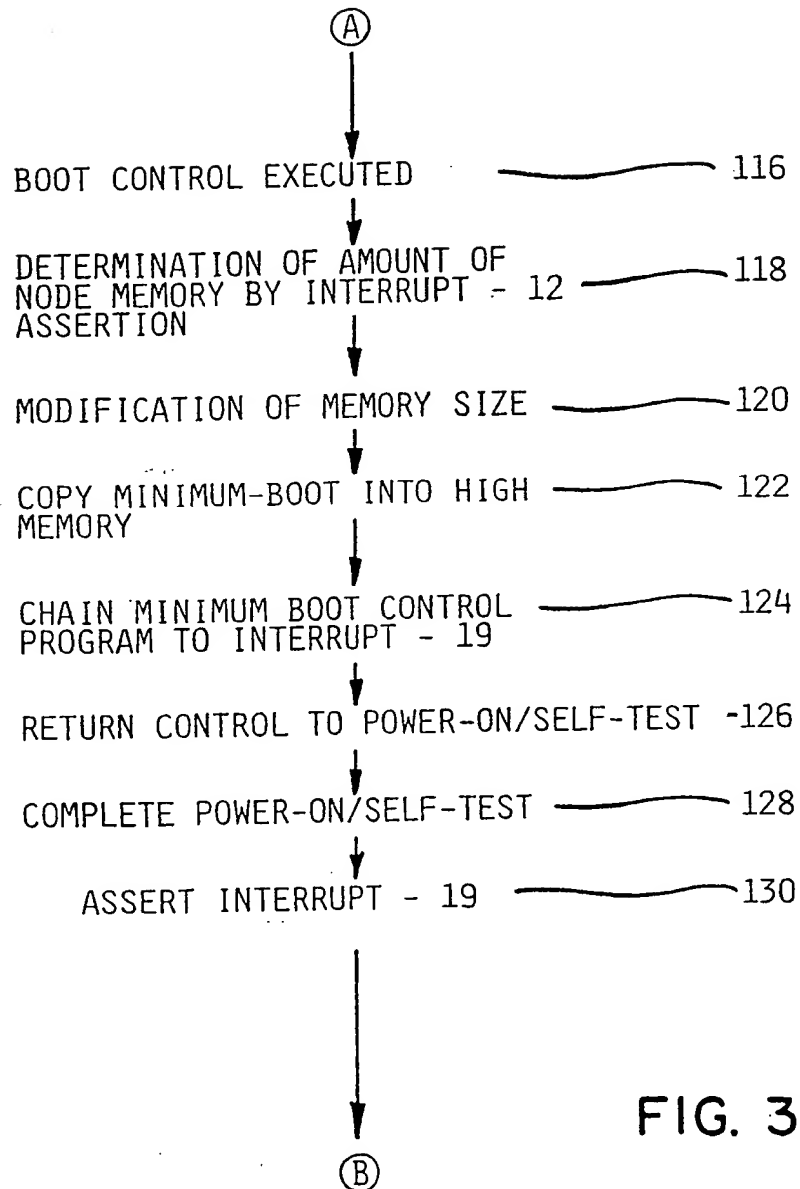
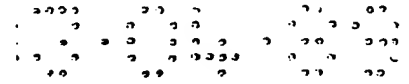


FIG. 3b

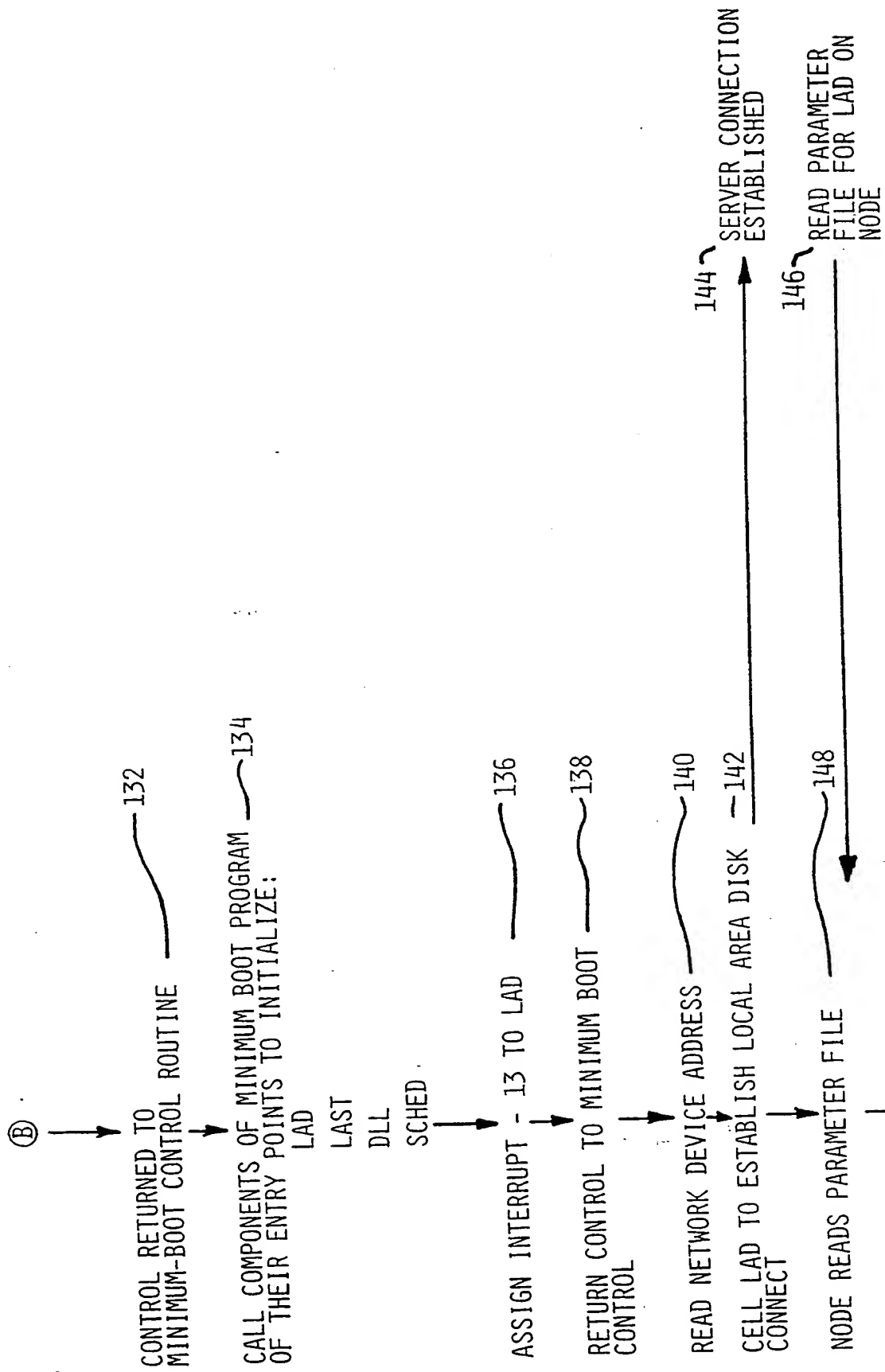


FIG. 3C

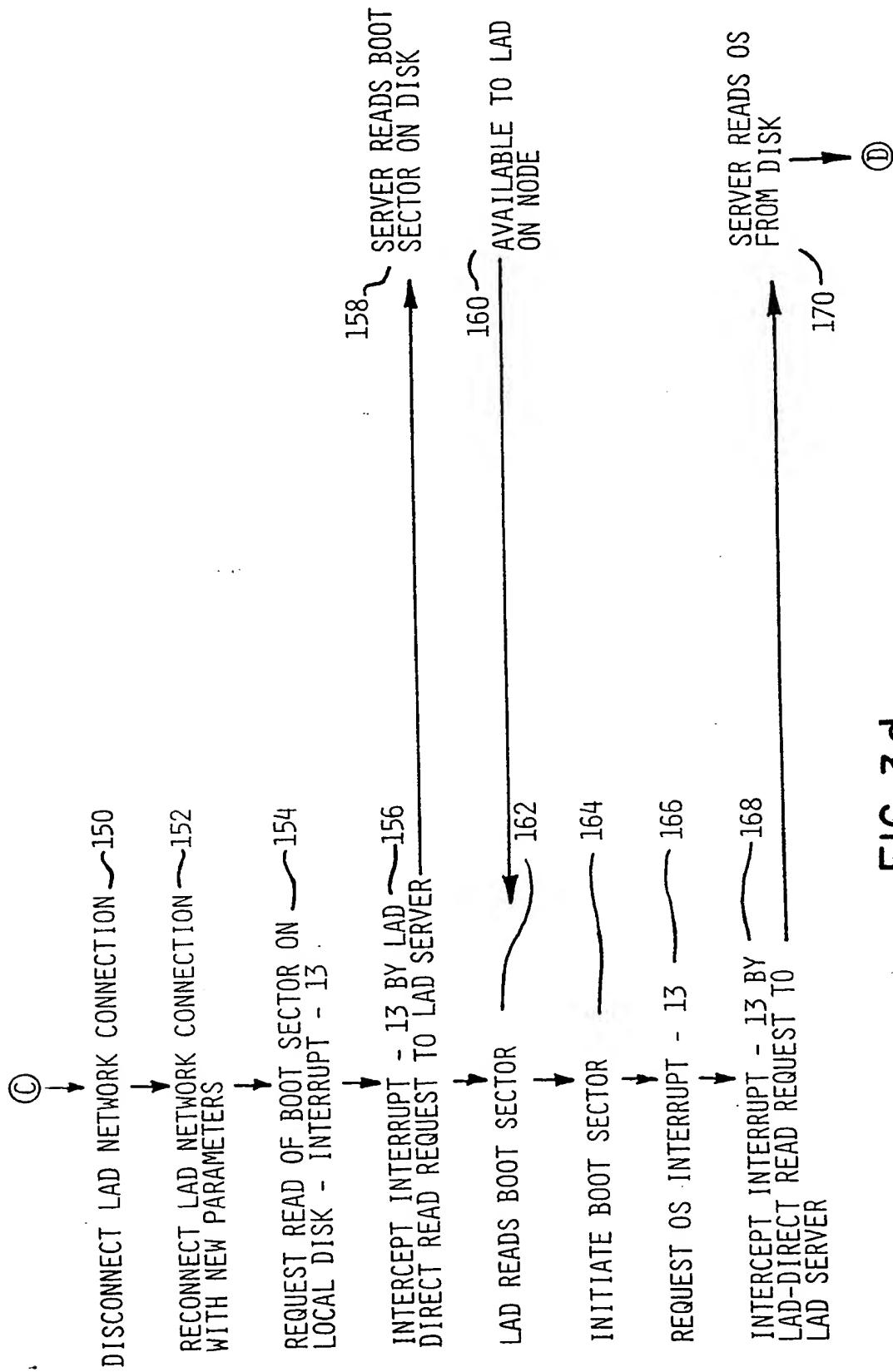
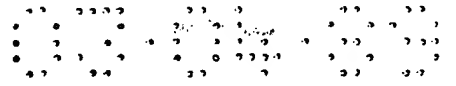


FIG. 3d

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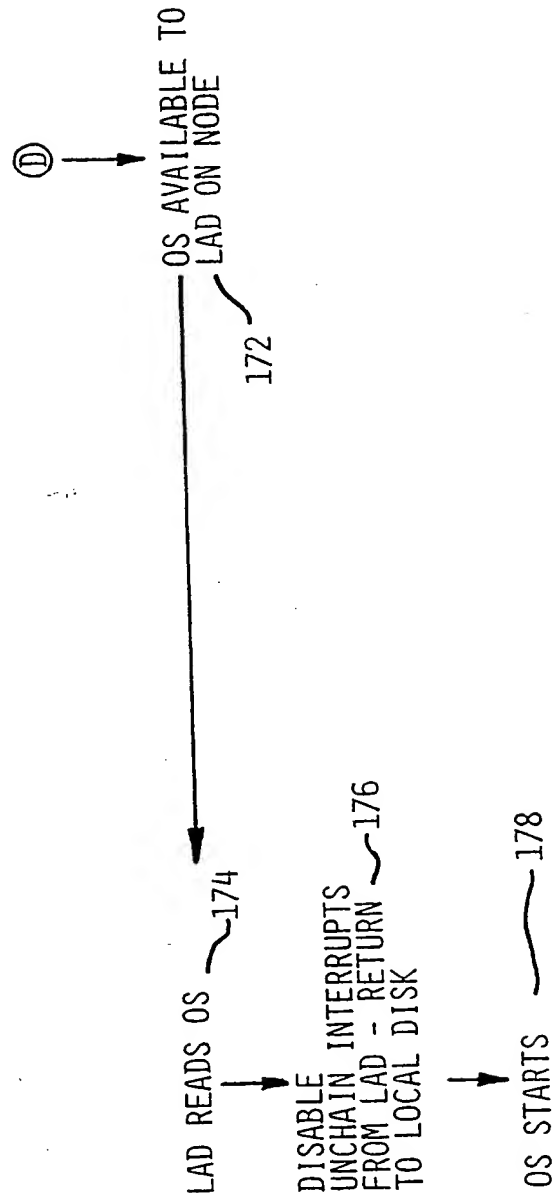
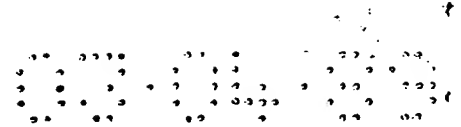


FIG. 3e

(19)



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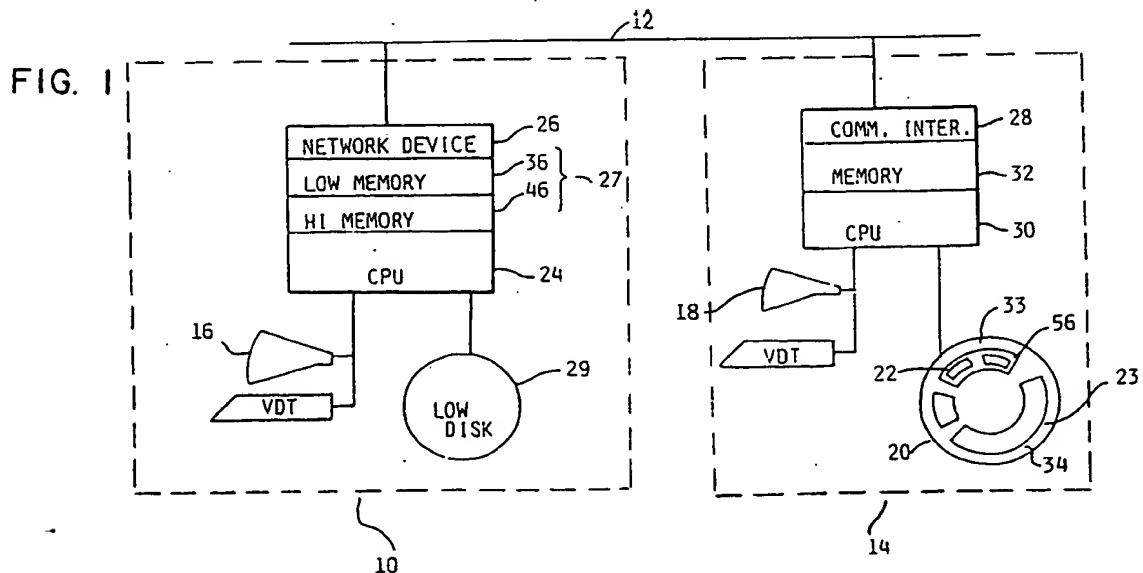
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(54) Remote boot.

(57) A system and method of down loading, over a network, operating systems or other executable programs to a computer which does not have a boot device or other device containing the executable program. Down loading is accomplished without modification of the loadable image. The computer has a network interface which requests a minimum-

boot program be transferred from a host computer on the network. The minimum-boot program, when executed, establishes a logical connection to a disk server on the network and allows the requesting computer to treat the disk server as a local boot device.



EP 0 358 292 A3



European Patent
Office

EUROPEAN SEARCH REPORT

Application Number

EP 89 30 2132

DOCUMENTS CONSIDERED TO BE RELEVANT			
Category	Citation of document with indication, where appropriate, of relevant passages	Relevant to claim	CLASSIFICATION OF THE APPLICATION (Int. Cl.5)
A	IBM TECHNICAL DISCLOSURE BULLETIN, vol. 26, no. 10B, March 1984, page 5609, New York, US; P.E. MILLING: "Remote IPL of diskette-driven computers" * Whole document *	1,2,11, 12	G 06 F 9/445 G 06 F 15/16
A	IBM TECHNICAL DISCLOSURE BULLETIN, vol. 13, no. 5, October 1970, page 1203, New York, US; B.B. YOUNG et al.: "Remote initial program load and library maintenance for satellite computers" * Whole document *	1,2,11, 12	
A	"The MS-DOS Encyclopedia", 1988, pages 61-82, article 2, Microsoft press, Redmond, Washington, US * Page 73, lines 24-29 *	1,2,11, 12	
A	IBM TECHNICAL DISCLOSURE BULLETIN, vol. 27, no. 1B, June 1984, pages 481-482, New York, US; D.J. BRADLEY et al.: "feature extensions for IBM personal computer" * Page 481, lines 18-35 *	1,2,11, 12	TECHNICAL FIELDS SEARCHED (Int. Cl.5) G 06 F
The present search report has been drawn up for all claims			
Place of search THE HAGUE		Date of completion of the search 07-06-1990	Examiner WILTINK J.G.
CATEGORY OF CITED DOCUMENTS X : particularly relevant if taken alone Y : particularly relevant if combined with another document of the same category A : technological background O : non-written disclosure P : intermediate document T : theory or principle underlying the invention E : earlier patent document, but published on, or after the filing date D : document cited in the application L : document cited for other reasons & : member of the same patent family, corresponding document			